

Arcade Adventure for the SEGA
32K — 84 Screens

Sorcerer's Apprentice



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SORCERER'S APPRENTICE

By Michael Boyd © 1987

Glyndorn stared out the tower windows thinking of the day that lay ahead. For that day was the day of judgement when he was to prove himself to his master and to the council of Sorcerers that he was worthy of the title of Sorcerer. His seven years of training had come to a climax, and the rest of his life depended on this one day. His task was to rescue the princess Gwen from the dungeons hidden in the depths of the land, where she was imprisoned by an evil wizard and his followers. But to do this required the ability to build his way up from nothing, and use the resources of the land to aid him. This required great skill, the skill of a Sorcerer.

Your task is to guide Glyndorn on his quest to rescue Princess Gwen, and to prove his ability as a sorcerer.

Good Luck

Playing the game

Use A, Z, -,] to move.

To fire, hold down space and select spell using A & Z, and release space

To buy spells, use A, Z, and space to select, CR to exit.

You may define your own keys from the title screen.

Note: Each spell has its own magic level, and you must have at least that magic ability to cast the spell successfully. Chests contain magic items which must be returned to the Tower to increase your magic ability

Loading

Type "load" (CR). When "Loading and" and "Run" appears, press (CR) quickly again, and wait for the program to load